

What Is Claimed Is:

1. A match-style 3D video game device controller that generates operation signals based on which game action is instructed, comprising:

a pair of right and left main units configured to allow manual operation; and

motion detection units that are mounted in each main unit for individually detecting movement along at least two axes and outputting detected movement as operation signals.

2. The match-style 3D video game device controller according to claim 1, wherein each of said motion detection units individually detects movement along three axes.

3. The match-style 3D video game device controller according to claim 1, wherein each of said main units is formed in the shape of a glove in which a hand is inserted.

4. The match-style 3D video game device controller according to claim 1, wherein said controller includes a signal line to enable connection with the game machine.

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5. The match-style 3D video game device controller according to claim 1, wherein each of said motion detection units comprises an acceleration sensor placed so as to operate in each direction.

6. A match-style 3D video game device comprising:

a monitor that is positioned at a prescribed height on the game machine housing and displays images;

a 3D video game device controller that generates operation signals based on which game action is instructed, including:

a pair of right and left main units configured to allow manual operation; and

motion detection units that are mounted in each main unit for individually detecting movement along at least two axes and outputting detected movement as operation signals, said 3D video game device controller causes the content of the operation thereof to be reflected in the game action;

game control means that controls the progress of the game based on operation signals from the controller;

display control means that creates three-dimensional images from the viewpoint of a virtual camera and displays them on the screen of said monitor;

head detection means that detects the position of the head of a player positioned in the play space in front of said monitor screen in at least the right and left directions within the space surrounding such head; and

viewpoint change means that moves the viewpoint of said virtual camera in accordance with the direction and amount of change in the detected head position.

7. The match-style 3D video game device according to claim 6, wherein said head detection means also detects the height of the head.

8. The match-style 3D video game device according to claim 6, wherein said display control means displays an opponent character on said monitor screen as a game image, while said game control means displays the opponent character throwing a punch and instructs that a hit effect routine be performed such that a punch is landed on the player when there is a virtual camera viewpoint aiming in the direction in which said punch was thrown.

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9. The match-style 3D video game device according to claim 8, wherein said display control means causes the image displayed on the monitor screen to shake along at least one axis for a prescribed period of time upon receiving an instruction for a hit effect routine.

10. The match-style 3D video game device according to claim 6, wherein said game control means processes the operation signals from the motion detection units as thrown punch signals and instructs that a hit effect routine be performed such that punches land on the opponent character displayed on the monitor screen.

11. The match-style 3D video game device according to claim 10, wherein said display control means displays a damage action on the opponent character being shown on the monitor screen upon receiving an instruction for a hit effect routine.

12. The match-style 3D video game device according to claim 11, wherein said game control means recognizes whether said operation signals came from the right or left motion detection unit, and said display control means displays, as a damage action in response to an operation signal from one motion detection unit,

the opponent character on the monitor screen leaning toward the other side.

13. The match-style 3D video game device according to claim 10, wherein said game control means sets a hitting area at one or more locations on the body of the opponent character on the monitor screen and sets a defensive region that overlaps with the hands of the opponent character as seen from said virtual camera viewpoint, and wherein when said defensive region is outside said hitting area, said display control means displays a hitting mark on said hitting area.

14. The match-style 3D video game device according to claim 13, wherein said game control means recognizes the type of said operation signal and associates different types of operation signals with different hitting areas.

15. The match-style 3D video game device according to claim 13, wherein said game control means confers points when an operation control signal is received upon the display of said hitting mark M.